

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A gaming machine comprising:

a display unit configured to variably and statically display a plurality of symbols;

an electrical display provided above the display unit and configured to display a pay table in which a winning combination is associated with a predetermined prize to be awarded when the winning combination is formed; [[and]]

a controller configured to, when the winning combination is formed depending on a combination of the symbols statically displayed on the display unit, award a prize associated with the formed winning combination based on the pay table; and

a game controller configured to generate a special game state, the generation of the special game state being triggered without an additional bet, the special game state giving an advantage to a player based on a predetermined condition.

wherein the controller switches from displaying the pay table on the electrical display to a second pay table different from the pay table in an identical game according to the special game state, by changing the predetermined prize associated with the winning combination and by changing a winning probability of the winning combination in the pay table, the winning probability of the winning combination in the pay table being different from a winning probability of the winning combination in the second pay table, and when a winning combination is formed depending on a combination of the symbols statically displayed on the display unit, awards a prize based on the second pay table.

2. (Original) A gaming machine as set forth in claim 1, further comprising a translucent electrical display provided in front of the variable display unit

3. (Currently Amended) A gaming machine as set forth in claim [[1]] 2, further comprising:

~~a game controller for generating a special game state which gives an advantage to a player based on a predetermined condition; wherein[[,]]~~

the translucent electrical display executes shielding control for making at least a part of the variable display unit invisible to the player during the special game state, based on a prescribed condition.

4. (Cancelled)

5. (Cancelled)

6. (Original) A gaming machine as set forth in claim 1, wherein the electrical display displays an image for decorating the gaming machine.

7. (Original) A gaming machine as set forth in claim 3, wherein the translucent electrical display displays an image according to a game state while executing the shielding control.

8. (Original) A gaming machine as set forth in claim 3, wherein the translucent electrical display executes the shielding control to indicate an advantageous way of operating the gaming machine to the player.

9 - 11. (Cancelled)

12. (Previously Presented) A gaming machine as set forth in claim 1, wherein the pay table and the second pay table are configured to be displayed on the electrical display based on pay amount data of winning combinations stored in a ROM.

13. (New) A gaming machine as set forth in claim 1, wherein stop order information necessary for formation of the winning combination is given to the player in the special game state.

14. (New) A gaming machine as set forth in claim 1, wherein a pay amount of the winning combination in the pay table is changed by an input operation of the player.